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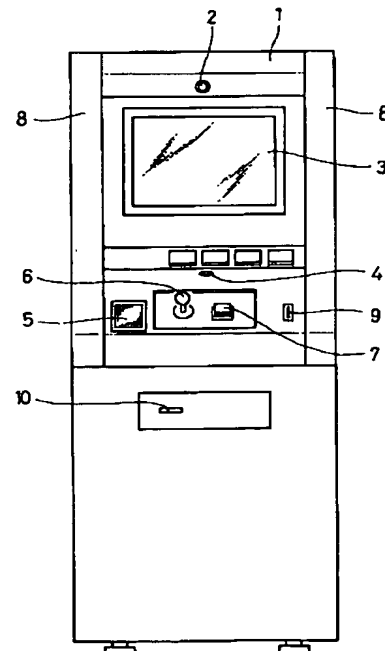
FF04 FF06 GG02 GG04

(54) 【発明の名称】 人探しゲーム機

(57) 【要約】

【課題】 利用者が自分を十分に表現できるとともに、
登録人物のパーソナリティをよく把握でき、かつアクセ
ス情報を早くキャッチできる人探しゲーム機を提供する
ことである。

【解決手段】 ゲーム機ボックス1の前面側に、ビデオ
カメラ2と、モニタ画面3と、マイクロホン4と、スピー
カ5と、ゲーム機を操作するジョイスティック6および
押しボタン7を配置し、個人情報データをジョイスティ
ック6と押しボタン7で入力してコンピュータに記憶する
とともに、ビデオカメラ2とマイクロホン4で個人の動
画と音声を記録して、これらをコンピュータに記憶され
た個人情報データとリンクすることにより、アクセスに
応じて、これらの動画と音声を個人情報データとともに
モニタ画面3とスピーカ5で出力し、利用者が登録人物
のパーソナリティを的確に把握できるようにしたのであ
る。



【発明が解決しようとする課題】上述した従来の人探しゲーム機では、前記個人情報データに付加される情報がメッセージや静止画像であるため、利用者が登録された人物のパーソナリティを正確に把握できず、相手の選択に迷ったり、求人した相手と対面したときに、所望の人物イメージと異なる確率が高くなる問題がある。また、登録する側の利用者は、自分を十分に表現できないとい

【００１２】前記ゲーム機の背面側には、図２に示すように、電源接続口１１と電話回線接続口１２が設けら

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れ、前記ボックス1の中には、ゲーム機全体を制御するコンピュータ13と、このコンピュータ13と前記ビデオカメラ2、モニタ画面3、マイクロホン4およびスピーカ5に接続された画像音声記録装置14が設置されている。

【0013】つぎに、図3乃至図10にしたがって、このゲーム機の利用方法を説明する。このゲーム機は、図3に示すように、自己データの初期登録A、登録更新B、登録された個人情報データファイルからの相手探しC、および相手のアクセスに対する応答Dの4つのメニューを有し、前記モニタ画面3に表示される初期画面でこれらのメニューが選択される。メニューを選択する際には、まず前記コイン投入口9からコインを投入するか、またはカード挿入口10からカードを挿入し、選択したメニューを、それぞれ以下の手順で実行する。

【0014】図4は、初期登録メニューAのフローチャートである。このメニューでは、まず図5に示すような自己データ、メッセージ入力画面がモニタ画面3に表示される(A1)。この画面は、上部に種々の個人情報データを入力する多数のデータ入力帯15が配置され、中央部に名前や電話番号等の基本データを入力するデータ入力帯15が設けられている。入力データには暗証番号も含まれている。下部にはメッセージ入力領域16が設けられている。各データ入力帯15とメッセージ入力領域16は、前記ジョイスティック6の操作で選択され、押しボタン7の押下でデータ入力モードとなる。

【0015】この入力モードでのデータ入力帯15への入力方法は、名前や電話番号のように、文字や数字を1字ずつ入力するものと、年齢や性格のように、表示される数値や単語を選択して入力するものとがある。1字ずつ入力するものは、ジョイスティック6の左右の操作で表示される文字等をスクロールし、押しボタン7で所望の文字等を選択決定する。数値や単語で入力するものは、ジョイスティック6の上下の操作で数値等をスクロールし、同じく押しボタン7で所望の数値等を選択決定する。前記メッセージ入力領域16は、名前等のデータ入力帯15と同じ方法で、文字等を1字ずつ入力するようになっている。

【0016】前記入力を完了して押しボタン7を押下すると、録音、録画モードとなり、前記ビデオカメラ2とマイクロホン4で自分の所作と声が録画、録音され(A1)、メニューが終了する。

【0017】図6は、登録更新メニューBのフローチャートである。このメニューでは、まず初期登録時に登録した暗証番号を入力すると(B1)、図7に示すように、登録した自己データを示す画面がモニタ画面3に表示される(B2)。この画面は、上部にビデオカメラ2で撮影された動画を表示する動画領域17と、メッセージを表示するメッセージ領域18と、自己データ更新の完了ボタン19、および画面を戻す画面変更ボタン20

が配置され、下部には、登録された種々の自己データを表示する多数のデータ表示帯21が配置されている。

【0018】前記各ボタン19、20は、前記ジョイスティック6で選択され、押しボタン7で作動される。前記メッセージ領域18と各データ表示帯21は、同じくジョイスティック6で選択され、図5に示したメッセージ入力領域16やデータ入力帯15への入力方法と同じ要領で、必要に応じてメッセージやデータが書き替えられる(B3)。

【0019】前記書き替えを完了して完了ボタン19を作動させると、録音、録画モードとなり、ビデオカメラ2とマイクロホン4で自分の所作と声が再録画、録音され(B4)、メニューが終了する。

【0020】図8は、相手探しメニューCのフローチャートである。このメニューでは、まず図9に示すように、選択したい相手の条件を入力する画面がモニタ画面3に表示される(C1)。この画面は、左方に地図表示領域22と選択地域のデータ入力帯23が配置され、右方に相手の条件を入力するデータ入力帯24が配置されている。また、下部中央には、条件設定の完了ボタン25と画面を戻す画面変更ボタン26が設けられている。各データ入力帯23、24への入力方法と、各ボタン25、26の作動方法は、図7に示した画面での方法と同じである。なお、条件入力されなかったデータ入力帯23、24は、制約条件なしとされる。

【0021】前記完了ボタン25を作動させると、前記コンピュータ13が、入力された条件に該当する相手を登録された個人情報データファイルから検索し(C2)、該当する個人情報データがあれば、その相手のデータを図7に示した画面と同じレイアウトでモニタ画面3に表示する(C3)。この画面では、前記完了ボタン19と画面変更ボタン20がYESとNOのボタンに置き換えられている。該当相手がいない場合は、選択条件変更の有無を問うメッセージとYES、NOのボタンが表示され(C9)、ジョイスティック6と押しボタン7で、YESのボタンを作動させたときは図9の画面が再び表示され、NOのボタンを作動させたときはメニューが終了する。

【0022】前記図7と同じレイアウトで表示される相手のデータ、メッセージ、および同時に再生される相手の動画と音声で相手を判断し、気に入った場合はYESのボタンを、そうでない場合はNOのボタンを作動させる(C4)。NOのときは、再びコンピュータ13が該当する他の相手を検索する。

【0023】YESのときは、図5と同じ入力画面がモニタ画面3に表示され、ステップA1と同じ要領で自己データ、メッセージを入力し(C5)、ステップA2と同じ要領で自分の所作と声を録画、録音する(C6)。これらの入力操作を完了すると、これらの自己データはコンピュータ13で相手データにリンクして記憶され

(C7)、前記電話回線接続口12に接続された電話回線で相手の電話番号がコールされ(C8)、メニューが終了する。

【0024】図10は、アクセスへの応答メニューDのフローチャートである。このメニューでは、まず登録した暗証番号を入力すると(D1)、上述した相手探しメニューCで自己データにリンクされた相手データが、ステップC3と同様の画面でモニタ画面3に表示される

(D2)。この画面に表示される相手データやメッセージ、および動画や音声で相手を判断し、気に入った場合はYESのボタンを、そうでない場合はNOのボタンを作動させる(D3)。NOのボタンを作動したときは、メニューが終了する。

【0025】YESのときは、図5と同じ入力画面がモニタ画面3に表示され、ステップA1と同じ要領で自己データ、メッセージを入力し(D4)、ステップA2と同じ要領で自分の所作と声を録画、録音する(D5)。これらの入力操作を完了すると、前記電話回線接続口12に接続された電話回線で相手の電話番号がコールされ(D6)、メニューが終了する。

【0026】上述した実施形態は、お見合いゲーム機としてのものであるが、本発明の人探しゲーム機は、人材発掘用等、各種分野での人探しのツールとして活用することができる。また、複数のゲーム機を電話回線等で接続し、各ゲーム機に記憶された個人情報ファイルを複数のゲーム機間で通信交換させることにより、アクセスできる情報量を大幅に拡大でき、アクセスできる地域範囲も拡大することができる。

【0027】

【発明の効果】以上のように、この発明の人探しゲーム機は、ゲーム機に記憶される個人情報データに、当人の動画と音声を付加するようにしたので、利用者が自分を十分に表現でき、かつ登録人物のパーソナリティを的確に把握することができる。また、個人情報データに電話番号を含ませ、当該個人情報データに他の利用者がアクセスしたときに、このアクセス情報を、アクセスされたデータを登録した当人に、自動的に電話で知らせるようにしたので、アクセスされた当人がアクセス情報をいち早くキャッチすることができる。さらに、記憶された個人情報データのファイルを、複数の人探しゲーム機間で通信交換する手段を設けることにより、アクセスできる情報量を大幅に拡大でき、アクセスできる地域範囲も広

大することができる。

【図面の簡単な説明】

【図1】人探しゲーム機の実施形態を示す正面図

【図2】図1の背面図

【図3】図1のゲーム機のメニューを示すフローチャート

【図4】図3の初期登録メニューの処理手順を示すフローチャート

【図5】図1のモニタ画面の例を示す図

【図6】図3の登録更新メニューの処理手順を示すフローチャート

【図7】図1のモニタ画面の例を示す図

【図8】図3の相手探しメニューの処理手順を示すフローチャート

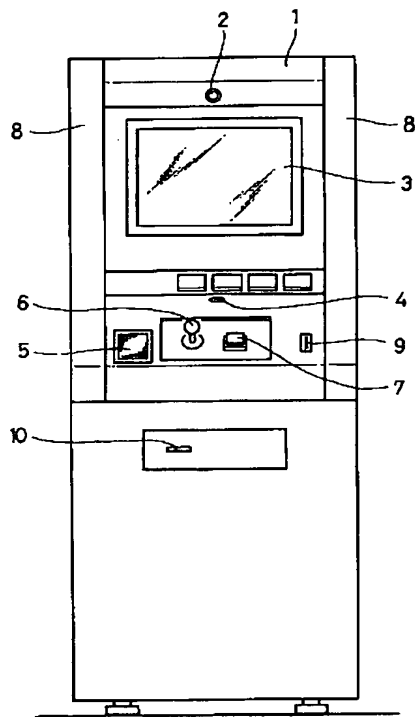
【図9】図1のモニタ画面の例を示す図

【図10】図3のアクセス応答メニューの処理手順を示すフローチャート

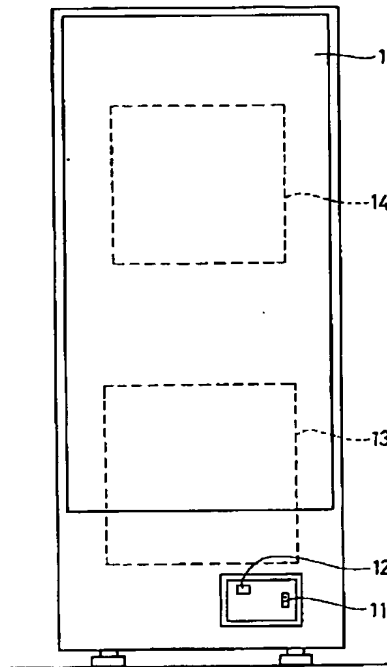
【符号の説明】

- 1 ボックス
- 2 ビデオカメラ
- 3 モニタ画面
- 4 マイクロホン
- 5 スピーカ
- 6 ジョイスティック
- 7 押しボタン
- 8 蛍光灯
- 9 コイン投入口
- 10 カード挿入口
- 11 電源接続口
- 12 電話回線接続口
- 13 コンピュータ
- 14 画像音声記録装置
- 15 データ入力帯
- 16 メッセージ入力領域
- 17 動画領域
- 18 メッセージ領域
- 19、20 ボタン
- 21 データ表示帯
- 22 地図表示領域
- 23、24 データ入力帯
- 25、26 ボタン

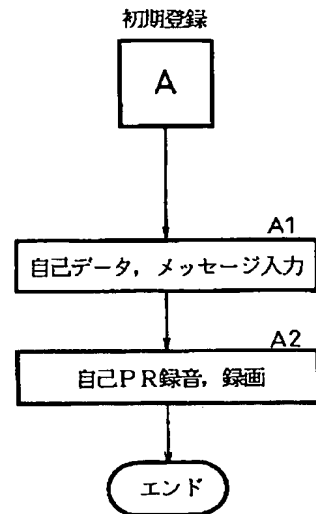
【図1】



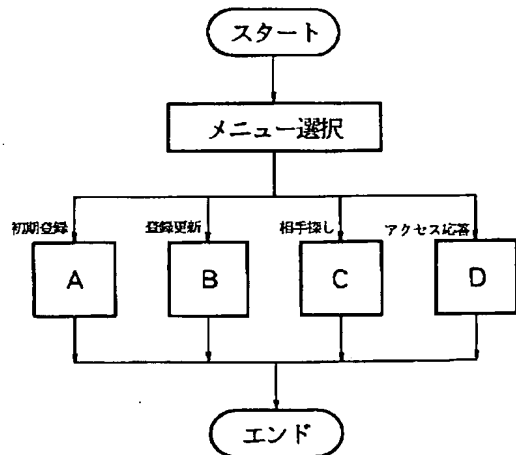
【図2】



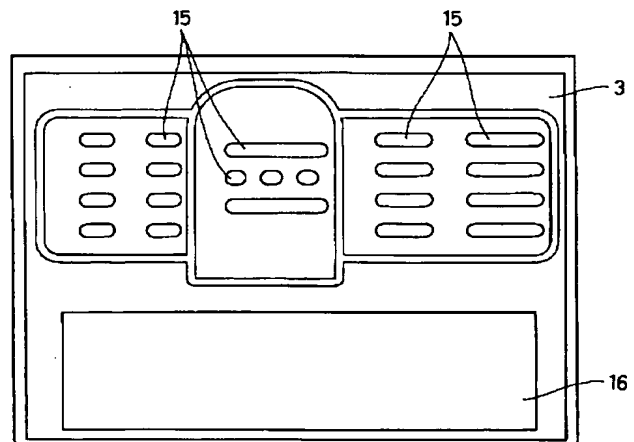
【図4】



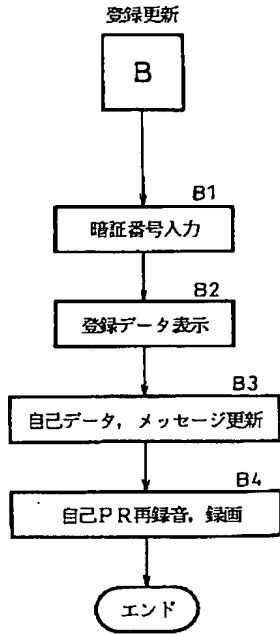
【図3】



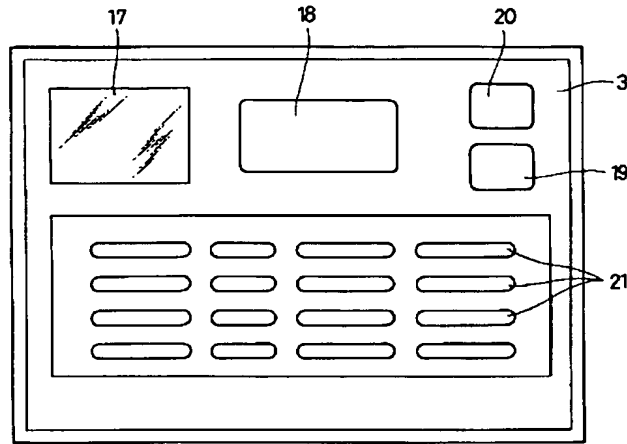
【図5】



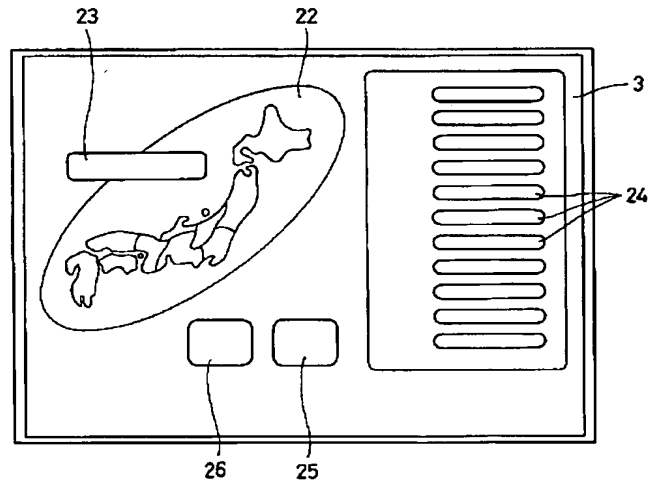
【図6】



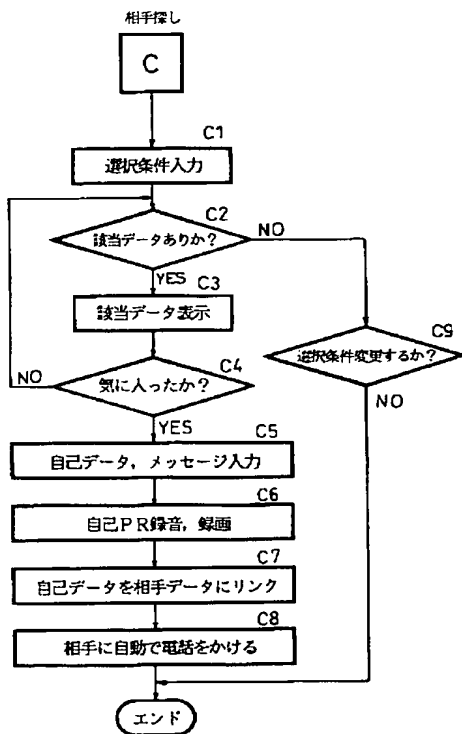
【図7】



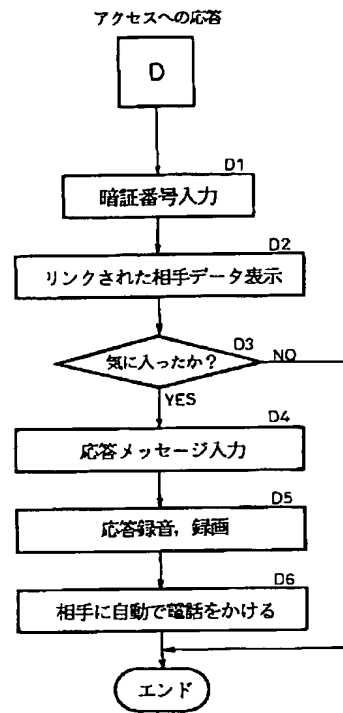
【図9】



【図8】



【図10】



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Bibliography

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(54) [Title of the Invention] Search game machine for a man

(51) [The 7th edition of International Patent Classification]

A63F 13/00

G06F 17/60

[FI]

A63F 9/22 H

G06F 15/21 Z

[Request for Examination] Un-asking.

[The number of claims] 3

[Mode of Application] OL

[Number of Pages] 7

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[Exceptions to Lack of Novelty] Those with the 3rd term application application of Article 30 of patent law September 17, Heisei 10 to September 20 It sends to a Japanese amusement machine industrial association and the national Japanese ***** institution association-sponsored "36th amusement machine show."

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[Patent Attorney]

[Name] Kamata Sentence 2 (besides two persons)

[Theme code (reference)]

2C001

5B049

[F term (reference)]

2C001 AA17 BB05 BD07 CA01 CA04 CB06 CC01

5B049 BB61 BB68 CC01 DD01 DD03 DD04 EE05 EE07 EE23 FF03 FF04 FF06 GG02
GG04

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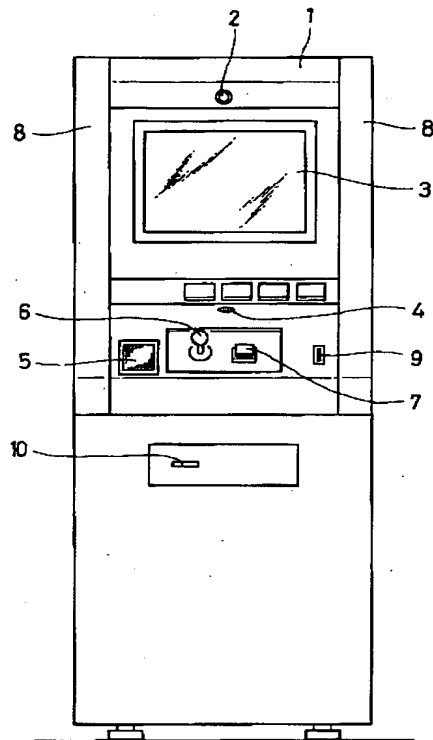
Summary

(57) [Abstract]

[Technical problem] While a user can fully express himself, it is offering the search game machine for a man which can grasp a registration person's personality well and can catch access information early.

[Means for Solution] To the front-face side of the game machine box 1, it is with a video camera 2 and monitor display 3. While arranging the joy stick 6 and push button 7 which operate a game machine, inputting personal information data as a microphone 4 and a loudspeaker 5 with a joy stick 6 and a push button 7 and memorizing to a computer By recording an individual animation and individual voice with a video camera 2 and a microphone 4, and linking these with the personal information data memorized by the computer Such animations and voice are outputted by monitor display 3 and the loudspeaker 5 with personal information data, and the user enabled it to grasp a registration person's personality exactly according to access.

[Translation done.]



[Translation done.]

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CLAIMS

[Claim(s)]

[Claim 1] In the search game machine for a man used for having the following, and a user registering self-data or finding a desired partner The videotape-recording equipment which records an individual animation, and the picture reproducer which

reproduces the recorded animation, The search game machine for a man characterized by making it link with the personal information data with which the recording equipment which records individual voice, and the voice regenerative apparatus which reproduces the recorded voice were prepared, and storage was carried out [voice / the animation and voice / by which record was carried out / aforementioned] / aforementioned /. A means to input personal information data A means to memorize this inputted data A means to search the file of this memorized data A means to output the searched data

[Claim 2] The search game machine for a man according to claim 1 with which the means about which the person in question who registered the data accessed in this access information when the telephone number was contained in the aforementioned personal information data and other users accessed the personal information data concerned is told by telephone automatically was established.

[Claim 3] The search game machine for a man according to claim 1 or 2 with which the means which carries out communication exchange of the file of personal information data by which storage was carried out [aforementioned] among two or more search game machines for a man was established.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] This invention relates to the search game machine for a man used for registering personal information and finding a desired partner.

[0002]

[Description of the Prior Art] As a search game machine for a man which registers personal information and finds a desired partner, there is a thing aiming at a user finding the relations partner of an isomerism, for example. This search game machine

for a man has a means to input personal information data, a means to memorize this inputted data, a means to search this memorized file of data, and a means to output the searched data, and a user registers self-data or it finds a desired partner from the registered personal information data.

[0003] A message is added to the aforementioned input data, or there is also a search game machine for a man which can input the static image photoed with the camera. Moreover, when a user accesses the data memorized by the game machine and finds a desired partner, the message of relations hope is inputted into the partner concerned, and the partner concerned has some which can check the existence of access to self-data now at another opportunity.

[0004]

[Problem(s) to be Solved by the Invention] In the conventional search game machine for a man mentioned above, since the information added to the aforementioned personal information data is a message and a static image, the personality of the person by whom the user was registered cannot be grasped correctly, but when it wavers in a partner's selection or the partner who did the job offer is met, there is a problem to which different probability from a desired person image becomes high. Moreover, there are a near user who registers, and a problem that he cannot fully be expressed.

[0005] Furthermore, in the conventional search game machine for a man, since it is necessary to carry a leg to the installation of the search game machine for a man in order to know the access situation to self-data, there is a problem to which the catch of access information becomes slow. It becomes a fool's errand when there is no access.

[0006] Then, the technical problem of this invention is offering the search game machine for a man which can grasp a registration person's personality well and can catch access information early while a user can fully express himself.

[0007]

[Means for Solving the Problem] A means by which this invention inputs personal information data in order to solve the above-mentioned technical problem, A means to memorize this inputted data, and a means to search this memorized file of data, In the search game machine for a man used for having a means to output the searched data, and a user registering self-data or finding a desired partner The videotape-recording equipment which records an individual animation, and the picture reproducer which reproduces the recorded animation, The personal information data with which the recording equipment which records individual voice, and the voice regenerative apparatus which reproduces the recorded voice were prepared, and storage was carried out [voice / the animation and voice / by which record was carried out / aforementioned] / aforementioned /, and the composition made to link were adopted.

[0008] That is, a user can fully express himself and enabled it to grasp a registration person's personality well by adding a person's in question animation and voice to

personal information data.

[0009] When the telephone number is included in the aforementioned personal information data and other users access the personal information data concerned, the accessed person in question can catch access information promptly by establishing the means about which the person in question who registered the data accessed in this access information is told by telephone automatically.

[0010] By establishing the means which carries out communication exchange of the file of personal information data by which storage was carried out [aforementioned] among two or more search game machines for a man, the amount of information which can be accessed can be expanded sharply and the local range which can be accessed can also be expanded.

[0011]

[Embodiments of the Invention] Hereafter, the operation gestalt of this invention is explained based on drawing 1 or drawing 10. This search game machine for a man is the so-called arranged marriage game machine for finding the relations partner of an isomerism, and as shown in drawing 1, a video camera 2, monitor display 3, the microphone 4, the loudspeaker 5, and the joy stick 6 and push button 7 that operate a game machine are arranged at the front-face side of the game machine box 1. Moreover, the fluorescent lamp 8 for lighting is formed in the up both sides by which these devices have been arranged, and the coin slot 9 and the card slot 10 are also formed in the near side.

[0012] As shown in drawing 2, the power supply end connection 11 and the dialup mouth 12 are formed, and the picture voice recording device 14 connected to the computer 13 which controls the whole game machine, this computer 13, the aforementioned video camera 2, monitor display 3, the microphone 4, and the loudspeaker 5 is installed in the aforementioned box 1 at the tooth-back side of the aforementioned game machine.

[0013] Below, the usage of this game machine is explained according to drawing 3 or drawing 10. As this game machine is shown in drawing 3, it has search [from the initial registration A, the renewal B of registration, and the registered personal information data file of self-data] for partner C, and four menus of the response D to a partner's access, and these menus are chosen by the initial screen displayed on the aforementioned monitor display 3. In case a menu is chosen, the menu which threw in coin from the aforementioned coin slot 9 first, or inserted the card from the card slot 10 and was chosen is performed in the following procedures, respectively.

[0014] Drawing 4 is the flow chart of the initial registration menu A. With this menu, self-data and a message input screen as first shown in drawing 5 are displayed on monitor display 3 (A1). The data input band 15 with which many data input bands 15 with which this screen inputs various personal information data into the upper part are arranged, and input master data, such as a name and the telephone number, into a center section is formed. The personal identification number is also contained in the input data. The message input area 16 is formed in the lower part. Each data

input band 15 and the message input area 16 are chosen by operation of the aforementioned joy stick 6, and serve as data input mode with the push down of a push button 7.

[0015] The input method to the data input band 15 in this input mode has what inputs a character and the number of 1 character at a time, and the thing which chooses and inputs the numeric value and word which are displayed like age or character like a name or the telephone number. What it inputs 1 character at a time scrolls the character displayed by operation of right and left of a joy stick 6, and makes a selection decision of the desired character etc. with a push button 7. What is inputted with a numeric value or a word scrolls a numeric value etc. by operation of the upper and lower sides of a joy stick 6, and, similarly makes a selection decision of the desired numeric value etc. with a push button 7. The aforementioned message input area 16 is the same method as the data input bands 15, such as a name, and inputs the character of 1 character etc. at a time.

[0016] If the aforementioned input is completed and the depression of the push button 7 is carried out, it will become recording and videotape-recording mode, their conduct and voice will be recorded on videotape and recorded with the aforementioned video camera 2 and a microphone 4 (A1), and a menu will be completed.

[0017] Drawing 6 is the flow chart of the renewal menu B of registration. With this menu, an input of the personal identification number first registered at the time of initial registration displays the screen in which the registered self-data are shown on monitor display 3, as shown in drawing 7 (B-2). (B1) Many data display bands 21 with which the animation field 17 which displays the animation by which this screen was photoed by the upper part with the video camera 2, the message region 18 which displays a message, the completion button 19 of renewal of self-data, and the screen change button 20 which returns a screen are arranged, and displays the registered various self-data on the lower part are arranged.

[0018] Each aforementioned buttons 19 and 20 are chosen with the aforementioned joy stick 6, and operate with a push button 7. Similarly the aforementioned message region 18 and each data display band 21 are chosen with a joy stick 6, it is the same point as the input method to the message input area 16 and the data input band 15 which were shown in drawing 5, and a message and data are rewritten if needed (B3).

[0019] if the aforementioned rewriting is completed and the completion button 19 is operated -- recording and videotape-recording mode -- becoming -- a video camera 2 and a microphone 4 -- one's conduct and voice -- re-recording drawing -- it is recorded (B4) and a menu is completed

[0020] Drawing 8 is the flow chart of the search menu C for a partner. With this menu, as first shown in drawing 9, the screen which inputs the conditions of the partner who wants to choose is displayed on monitor display 3 (C1). As for this screen, the data input band 24 with which the data input band 23 of the map viewing

area 22 and a selection area is arranged, and inputs a partner's conditions into the method of the right at a left is arranged. Moreover, the completion button 25 of conditioning and the screen change button 26 which returns a screen are formed in the center of the lower part. The input method to each data input bands 23 and 24 and the operation method of each buttons 25 and 26 are the same as the method in the screen shown in drawing 7. In addition, the data input bands 23 and 24 with which a condition input was not carried out are made to have no constraint.

[0021] If it searches from the personal information data file which had the partner to whom the aforementioned computer 13 corresponds to the inputted conditions registered (C2) and there are corresponding personal information data when the aforementioned completion button 25 is operated, it will display on monitor display 3 with the same layout as the screen which showed the partner's data to drawing 7 (C3). On this screen, the aforementioned completion button 19 and the screen change button 20 are transposed to the button of YES and NO. When there is no applicable partner, the button of the message which asks the existence of selection-condition change, YES, and NO is displayed (C9), it is a joy stick 6 and a push button 7, when operating the button of YES, the screen of drawing 9 is displayed again, and a menu is completed when operating the button of NO.

[0022] When a partner is judged with a partner's data, a message, and a partner's animation and voice that are displayed with the same layout as aforementioned drawing 7 and that are reproduced simultaneously and it is pleased, the button of YES is operated, and the button of NO is operated when that is not right (C4). At the time of NO, other partners to whom a computer 13 corresponds again are searched.

[0023] At the time of YES, the same input screen as drawing 5 is displayed on monitor display 3, and inputs self-data and a message in the same way as Step A1 (C5), and their conduct and voice are recorded on videotape and recorded in the same way as Step A2 (C6). If such alter operation is completed, by computer 13, it will link to partner data, and will memorize (C7), a partner's telephone number will be called by the telephone line connected to the aforementioned dialup mouth 12 (C8), and a menu will end these self-data.

[0024] Drawing 10 is the flow chart of the response menu D to access. In this menu, an input of the personal identification number registered first displays the partner data linked to self-data with the search menu C for a partner mentioned above on monitor display 3 on the same screen as Step C3 (D2). (D1) When a partner is judged with the partner data displayed on this screen, a message and an animation, or voice and it is pleased, the button of YES is operated, and the button of NO is operated when that is not right (D3). A menu is completed when the button of NO is operated.

[0025] At the time of YES, the same input screen as drawing 5 is displayed on monitor display 3, and inputs self-data and a message in the same way as Step A1 (D4), and their conduct and voice are recorded on videotape and recorded in the

same way as Step A2 (D5). If such alter operation is completed, a partner's telephone number will be called by the telephone line connected to the aforementioned dialup mouth 12 (D6), and a menu will be completed.

[0026] Although the operation gestalt mentioned above is a thing as a arranged marriage game machine, the search game machine for a man of this invention is utilizable as a tool of the search for a man in various fields, such as an object for a talented-people excavation. Moreover, by connecting two or more game machines by the telephone line etc., and carrying out communication exchange of the personal information file memorized by each game machine among two or more game machines, the amount of information which can be accessed can be expanded sharply and the local range which can be accessed can also be expanded.

[0027]

[Effect of the Invention] As mentioned above, since the search game machine for a man of this invention added a person's in question animation and voice to the personal information data memorized by the game machine, a user can fully express himself and it can grasp a registration person's personality exactly. Moreover, since it was made to tell automatically by telephone the person in question who registered the data accessed in this access information when the telephone number was included in personal information data and other users accessed the personal information data concerned, the accessed person in question can catch access information promptly. Furthermore, by establishing the means which carries out communication exchange of the file of the memorized personal information data among two or more search game machines for a man, the amount of information which can be accessed can be expanded sharply and the local range which can be accessed can also be expanded.

[Translation done.]

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2.**** shows the word which can not be translated.

3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] Front view showing the operation gestalt of the search game machine for a man

[Drawing 2] Rear view of drawing 1

[Drawing 3] The flow chart which shows the menu of the game machine of drawing 1

[Drawing 4] The flow chart which shows the procedure of the initial registration menu of drawing 3

[Drawing 5] Drawing showing the example of the monitor display of drawing 1

[Drawing 6] The flow chart which shows the procedure of the renewal menu of registration of drawing 3

[Drawing 7] Drawing showing the example of the monitor display of drawing 1

[Drawing 8] The flow chart which shows the procedure of the search menu for a partner of drawing 3

[Drawing 9] Drawing showing the example of the monitor display of drawing 1

[Drawing 10] The flow chart which shows the procedure of the access response menu of drawing 3

[Description of Notations]

- 1 Box
 - 2 Video Camera
 - 3 Monitor Display
 - 4 Microphone
 - 5 Loudspeaker
 - 6 Joy Stick
 - 7 Push Button
 - 8 Fluorescent Lamp
 - 9 Coin Slot
 - 10 Card Slot
 - 11 Power Supply End Connection
 - 12 Dialup Mouth
 - 13 Computer
 - 14 Picture Voice Recording Device
 - 15 Data Input Band
 - 16 Message Input Area
 - 17 Animation Field
 - 18 Message Region
 - 19 20 Button
 - 21 Data Display Band
 - 22 Map Viewing Area
 - 23 24 Data input band
 - 25 26 Button
-

[Translation done.]

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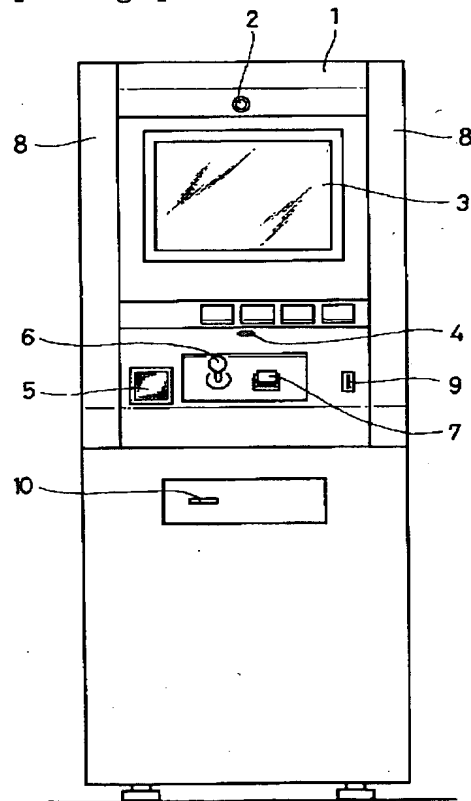
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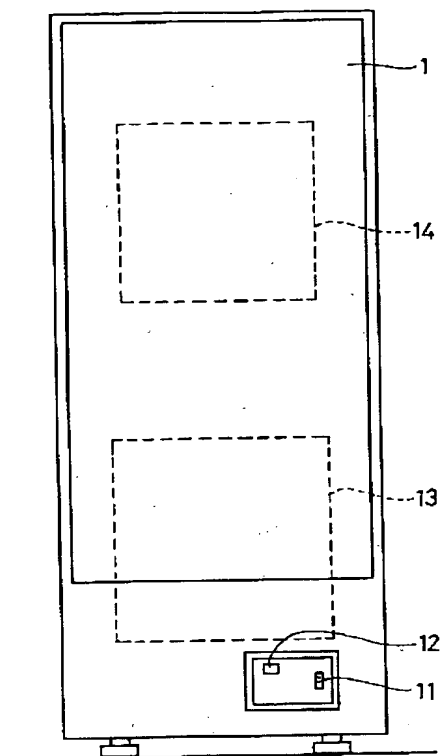
3.In the drawings, any words are not translated.

DRAWINGS

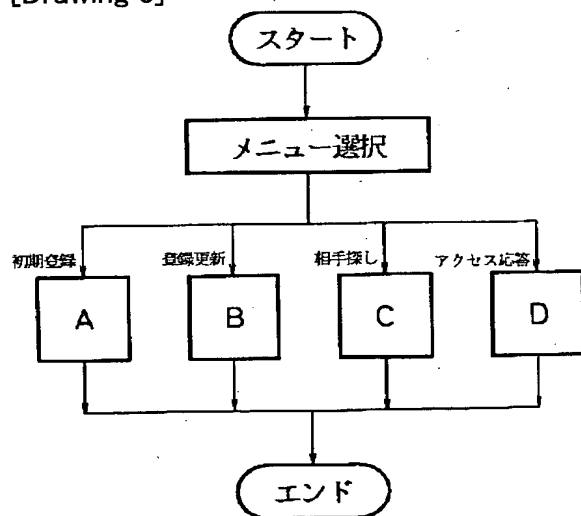
[Drawing 1]



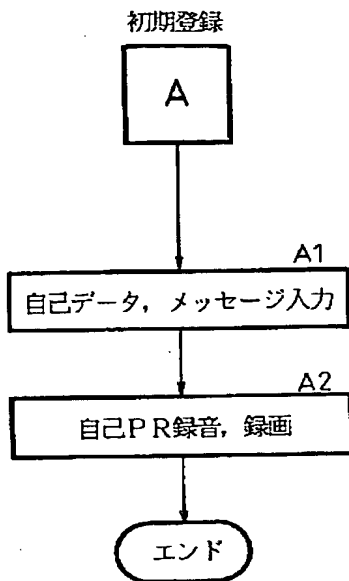
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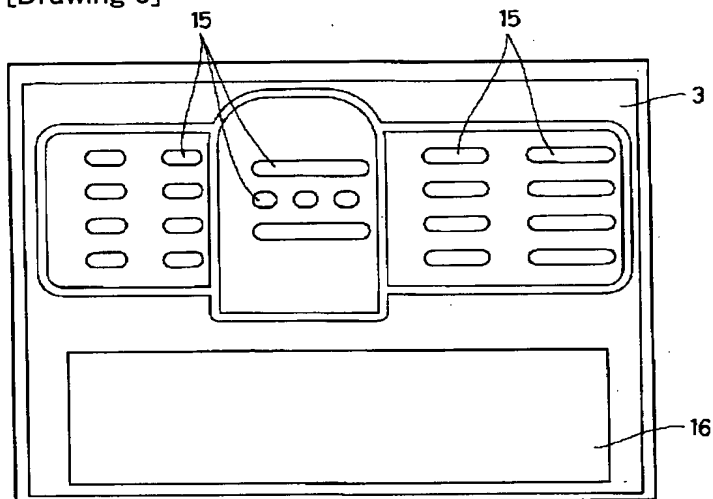
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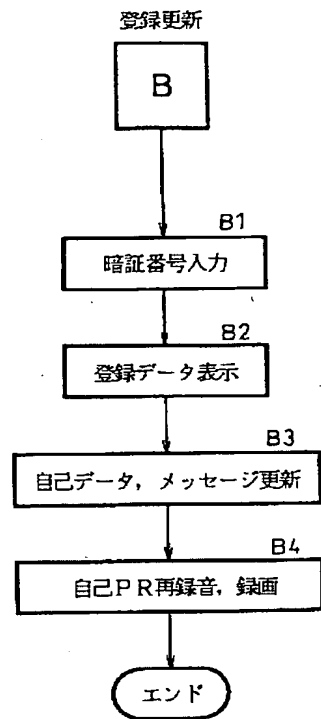
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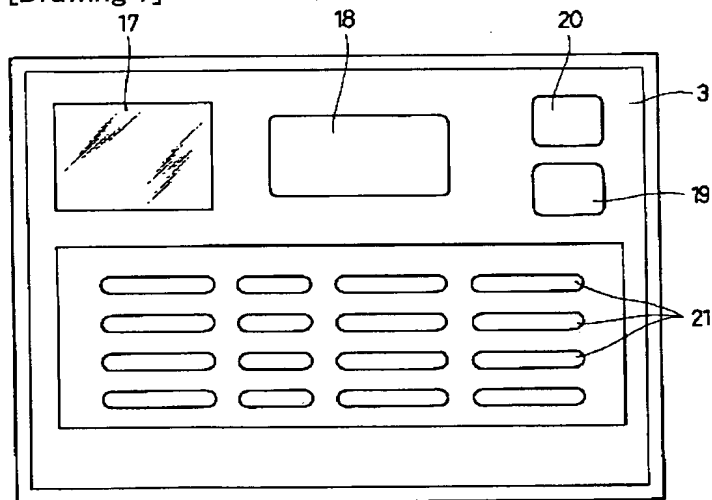
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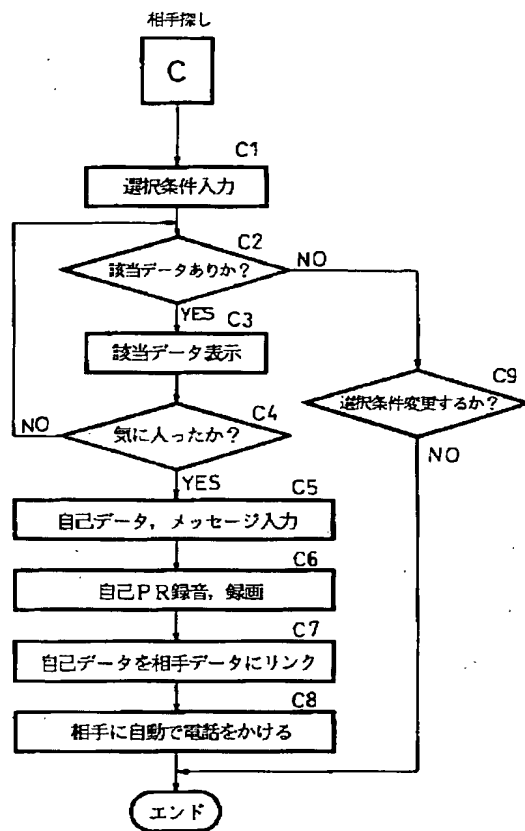
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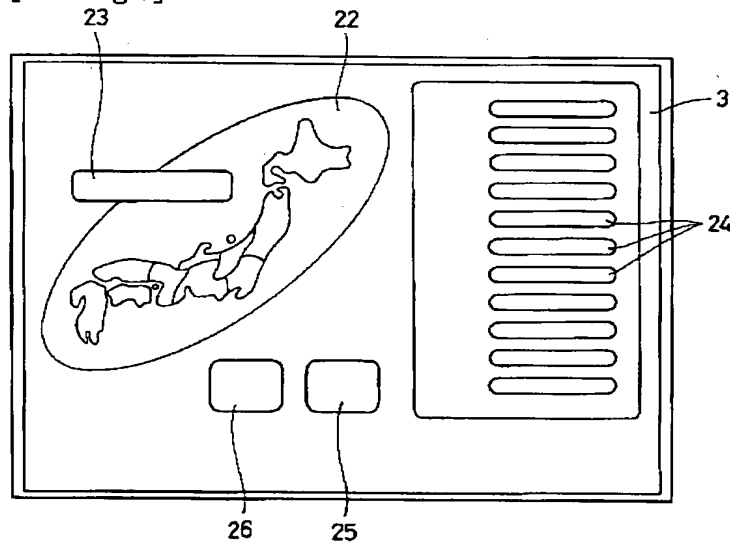
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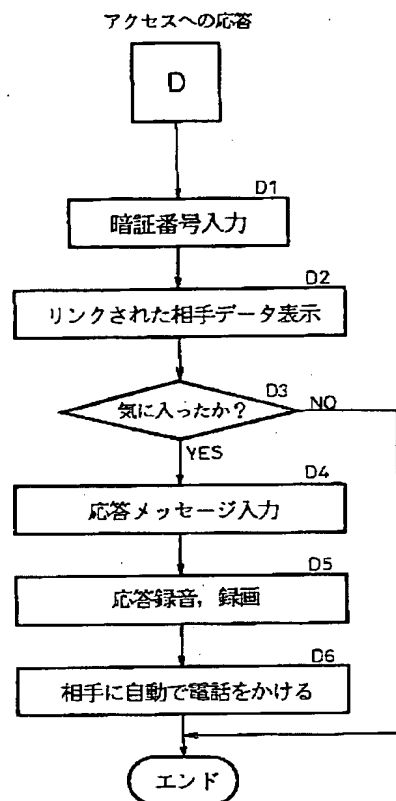
[Drawing 8]



[Drawing 9]



[Drawing 10]



[Translation done.]